

CRASH

MICRO GAMES ACTION

SPECTRUM
SOFTWARE
REVIEW

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CRASH

MICRO GAMES ACTION

WELCOME TO THE CRASH MICRO COINSDS OF SPECTRUM GAMES! This magazine lists over 180 exciting and varied programs for the ZX SPECTRUM from 50 of the top software houses to guarantee you the best possible quality. Well over 100 games are reviewed in depth and the others are listed by title at the end because we had no room to do them all!

Our prices are as low as you will find for mail order - you pay only the recommended retail price - no postage or packing costs to add on, and no need even for a stamp on your order form with our FREEPOST service!

On top of that there are the CRASH MICRO CLUB discounts for regular buyers. In addition this magazine already represents tremendous value to the games player - where else could you find so many Spectrum games reviewed at one time and in such detail?

Listings show the title, price (including VAT) and then the software house and type of Spectrum needed to run the program. Any game listed as 128K will of course run on both 16 and 96K Spectrums. Programs which will run with joysticks are also indicated in the title block.

This is our second catalogue in only two months, demand for the first was so great, and it is twice the size of the first. If you would be interested in receiving our third, further expanded catalogue/magazine, please let us know. It will have even more reviews and a section comparing similar games from different software houses.

Arcade Action

SENTINEL £3.00
128K

Prevent the enemy from attacking the Sentinel space station which is guarding the gateway to your galaxy with your four ships. Careful though - your extra ships can be destroyed before you get to use them. Fortunately there are five stations, but the enemy is numerous and there are loads of meteorites to avoid or shoot. On the other hand we all know your skill as a Gulp Space Fighter Pilot, don't we? Profusion of control keys actually make this a game for the 4-handed player. Watch out for your guided missiles - they're as likely to destroy you as the enemy! A good game with fast and furious action all the way.

E.T.E. £3.95
128K

This game has a charm of its own because it talks - mostly it says "Ouch" as he either falls into one of the numerous wells or is forever hit by the mad Professor and the nasty man from M15. Loading ones up both sides of the cassette and a printer is useful for the tons of instructions. Very nice graphics. Basically ETE must assemble a machine from parts hidden all over the planet with which he can phone home for resources, whilst collecting points by eating the fruits dotted about. Just about everyone except friendly young Ernie will try to stop him.

WIZARD'S WARRIORS £6.95
128K

A fast moving game that matches your skill as a player by becoming increasingly more devious. You're in a maze-like complex haunted by laser-blasting robots, eviler ones are pretty stupid but as the game goes on, other, more intelligent ones appear to trick you down. Features a radar screen to tell you the position of the invisible warriors. Continuous sound effects, arcade graphics, double point scoring, and - for the awful - bonus lives. Machine code.

CRAZY BALLOONS £5.95
128K

The simple maze is only just big enough to let your wiggling balloons through in places, elsewhere you must use precision and timing to squeeze through without touching the sides. Extra points for using the narrowest passages and you're against the clock!

SINGLE PEVER £6.95
128K

Get your man to leap over the pits dug by the Fingers or swing over them using a rope tied to a tree. Numbers must as easy as it looks at first since timing between walking and jumping is critical. Good graphics.

GRIDIRON £5.95
128K

Robot security picks up your trail just when you thought you had given them the slip. Great robots to be bloody minded, how they're catching up with you - and no one has survived the grid (as we're sure you know). This is not a 'grid-runner' game so much as a 'pac-man' style maze game. You drive round the concentric grid using the compass point crossovers to avoid the robot car which goes in the opposite direction. Fast reflexes needed.

MAJOR OF THE CURSED MINE £5.95
128K

NEW UPGRADED VERSION! Boulder throwing trolls, thieving bats and man-eating spiders add all their charms to those of an unpleasant ghost in this all action arcade game. You are deep down a mine littered with diamonds which you must collect on your way to the surface. Without all the diamonds or your lamp (which the bat will try to steal) you can't get to the next level. 30 levels of increasing difficulty. Use the 3 lifts to go up or down - clever players get all the lifts lined up first.

ID COMBAT ZONE £3.95
128K

Based on the popular arcade game. Travel across the flat plains and battle with the enemy tanks and flying saucers. Absolutely excellent 3D graphics which include a battle read-out and radar above your sights. It's not so much a speed game as one of tactics and timing because the enemy is very clever at outguessing you. As you succeed in destroying the enemy saucers and super tanks begin to appear. This is the first real 3D game for the Spectrum which gives a true sense of depth and space.

COSMIC DEBRIS £6.95
128K

Your spaceship must survive by destroying asteroids that plummet through space towards you. Clear the cosmic debris by shattering it. Rotate, thrust and hyperspace in this arcade action with typically nasty flying saucers that appear just when you don't need them.

SNEAKERS £6.95
128K

Horvitz code makes this full color live-action game as fast and exciting as the classic arcade version. 9 levels of play and sweeping Galaxia. Good explosions, high scores, personalised scoring. Still among the top sellers, outlasting the zap urge in us all. 1 or 2 players.

WABO £5.95
128K

Subtitled 'Beds and the Snow Bees' this is not some 60's pop group but yet another highly innovative game from Slaby. Beds is alone (the sole remaining one too) among the icy blocks of the Antarctic, perpetually chased by the vicious snow bees. By shunting the ice blocks around beds can keep the bees at bay, squash them to death, or even electrify them on the walls. Perennated.

KILLER KONG • £12.95
Atari 2600

5 screens ranging from damned difficult to the impossible as Mario struggles to rescue his girlfriend whilst dodging Kong's fireballs. An excellent adaption with all the arcade game features including barrels, elevators and even hamburgers (which must have escaped from Barney Burgers).

MACHINE FIGHT • £12.95
Atari 2600

There's a factory below on the planet you need to plunder, your craft, hovering above the Mother Ship, and the goodies a constant stream of alien space traffic is passing in both directions. This is a deceptively simple looking machine code game which requires skill to dodge through the alien craft, and a clever variation on the 'freighter' theme.

CHOPPER RESCUE • £12.95
Atari 2600

As is their wont, scientists are being entombed by radioactive waste which enemy aircraft are dumping on them. You are a helicopter pilot - but how good? Can you rescue them all in time. Aim your machine and blast tunnels to get to them without touching the waste and avoid the falling blocks and aircraft. This extraordinarily high speed game demands the use of a joystick if you are to get very far, and avoid serious underpopulation of the scientific community.

GOLD DIGGER • £12.95
Atari 2600

The 8 games by Slaby we are offering are all new, mostly unseen by all but the worst addicts, and in our opinion are of a high order of playability with excellent graphics and use of sound. Machine code makes Gold Digger just as blurrily fast as Chopper Rescue! Tunnel mines to find the gold nuggets but make sure you construct your tunnels so that you can drop dirt on the wicked sugar snappers chasing you. Good hand and eye control needed with fast reflexes.

SHUTTLE • £12.95
Atari 2600

One of our favourites! Take your shuttle craft from the Mother Ship down to the planet surface below and pick up the stranded astronauts which throng the hillsides waving their arms. You must come down through lines of alien craft without touching any of them. If you succeed in landing, the nearest astronaut leaps up in awe and runs to the shuttle, then you can take his back to the Mother Ship. Absolutely not easy.

TURBO DRIVER • £12.95
Atari 2600

For the racing car addicts. Turbo-driving features special 'plant graphics' and is a super-fast game where you stall on the starting line and must then catch up with the 6 other cars, whilst avoiding the 7 hazards. So to slow and carefully and you'll run out of fuel. Good sound and colour with machine code.

HIDDEN CITY • £12.95
Atari 2600

A variation on the 'penetrator' theme, this game has good smooth graphics with lots of shoot 'em up features. The Hidden City is guarded by a narrow entrance low down the approach, once you get inside the complex there are maze and caverns with fuel dumps and rocket launchers everywhere. Difficulty levels.

3D PAINTER • £12.95
Atari 2600

Paint the 3D mazes without getting caught - and you're up against the clock for bonus points. Each maze is more complicated than the previous one and if you complete all 4 then the game gets faster. This program automatically selects the joystick mode if one is connected. Demonstration mode. Simple but solid graphics make this an addictive game to play.

BOZY BOA • £12.95
Atari 2600

Guide you has round the flowers to the tune of 'An English Country Garden' eating the beetles and ladybirds and snails. You must avoid hitting the fence, the flowers and yourself. Each time you eat a beetle another argument is added to your body and another flower appears. Get all ten beetles and you enter another garden with a higher fence. Snails and ladybirds get extra bonus points. 5 skill levels - in the highest level Bozy resembles a demented express train. Absolutely frustrating and addictive. Automatic joystick selection if connected.

LARRY KONG • £12.95
Atari 2600

Still one of the biggest cranes in the arcade. Several variants for the Spectrum around and this 100% machine code game features 3 screens of hi-res graphics, Gorilla, barrels and fireballs, conveyor belts and a running, jumping man who must rescue his girlfriend from the enraged Kong. And remember - it was Beauty killed the beast!

WORM CANTIPED • £12.95
Atari 2600

You are one of the few surviving humans after the holocaust, and you are to protect the remaining greenery from a giant centipede, which confronts you from a forest of mushrooms. Watch out for the man-eating spider which tries to spin its web around your laserbeam. Fast arcade action all the way. Cassette also contains PAINTER; your mission is to defuse all the time bombs in your path in master order. As you move a trail is left behind which you cannot cross, so be careful where you tread. Against the clock.

BUCKET RATDER • £12.95
Atari 2600

In this 'penetrator' variant there are 6 trenches in the planet's surface infested with mutant aliens their missile installations. Fuel dumps and drifting mines. Annihilate all with your bombs and laser torpedoes.

BARNEY BURGERS • £12.95
Atari 2600

All the Slaby games are characterised by their original wit and titles, and smooth animation of the graphics. Barney Burgers is no exception. Assemble the burgers in the correct order (bun, lettuce, burger, cheese, bun) whilst avoiding the voracious sausages and fried eggs. It has the charm of looking good in demonstration and being vicious in the playing. Get your apron on.

HIGH RISE HARRY • £12.95
Atari 2600

Harry has a lot of girder to paint on five tortuous screens - and the rust bugs are out to get him. Strategy plays an important part in this excellent 'painter v. kong' style game with its beautiful animated graphics. Machine code makes for speed and quick thinking/forward planning is essential to get through the screens. Features down allies and variable gaps between girders which Harry can jump - and sometimes not...



PROGRESS/STRECHAN £5.50
C-Techn 10k

In their variation, C-Tech use one screen for the busy road, and then a second one for the river crossing. As the game progresses the traffic gets heavier and the logs and turtles get less. Five lives. The cassette also contains STRECHAN, a 'poo-man' style maze game with 5 skill levels and 5 lives plus the familiar assortment of power pills and ghouls.



FROGGY * £5.50
S.I.L. 10k

Our favourite version of the popular arcade game for the Spectrum, here your five Keratts across the busy 3-lane highway without getting squashed, then cross the river using the logs and turtles and jump to the safety of the 5 frog homes. Hungry snakes and crocodiles fancy you almost as much as you fancy yourself. For bonus points there's a stranded froglet (or princess in disguise if you are normally an adventure game player) to rescue and carry home. This little makes each frog life difficult and if you get one home the next one only has the left over time to use. 4 skill levels and 7 speeds which increase with each shoot. Superb colour graphics and good sound. RIVET-ing.

NO TANK *** £6.50
A.Ironics 10k

One of our favourites, a completely addictive game which relies less on speed than dimensional skills and timing to get good scores. Starts okay - then gets faster as more tanks appear on the bridge and fire at you. Excellent graphics and very realistic 3D ballistics. Bombers near as easy as it looks either. Watch your ammo because when it runs out it takes time for the 'back-up' team to get you more.

NAUTABOIDS £5.50
3K Ironics 10k

In our opinion, the best Spectrum version of this eternally popular arcade game. 3 monster types which increase and decrease in frequency and shatter into fragments when hit. Plus evil alien ships, space walk, ship drift and decelerate.

JAWZ £6.50
K.I.L.I.N. 10k

If the sharks don't get you the poisonous jelly fish probably will. Oh - and there's not much oxygen left either. Isn't that life? In this game you have a target sight at the base of the screen for shooting the sharks, meanwhile the jelly fish keep dropping guns on you which you must avoid because it hurts. Nice use of colour and good graphics in this amazing game.



SHADOWFAX £7.50
Timesaurus 10k/12k/16k

Fight the black riders, whose touch is death. Guide Shadowfax as Gandalf's swift white horse braves the dread riders of Sauron. Save Lord of Horner. How many will your thunderbolts destroy? You fire your bolt and explode it on contact with the enemy. The game is perhaps limited in scope, but it is more difficult than it seems as the onslaught of black riders begins to outnumber. Excellent graphics with a special mention for the animation of the flying horses.



ZAXXON *** £5.50
Imagline 10k

Imagine are the computer games leaders with good reason - their programs are clever, witty and fast. ZAXXON boasts the best over 3D view seen in a computer arcade game. Machine guns and air-to-air missiles are your weapons as you fly your aircraft against awesome enemies. Impossible speeds for the arcade addict with 100% machine code and 3D-real graphics.

ZIP ZAP *** £5.50
Imagline 10k

Your circuits are damaged, motor won't switch off, energy is running low, you need fuel, you're the last 'droid around to warn the colonists, there are tons of evil aliens swarming everywhere ... sounds like another relaxed, laid back game for a quiet Sunday! 100% machine code.



JUMPING JACK **** £5.50
Imagline 10k

All the screen comes to life you might suffer a sense of disappointment at the extremely simple graphics (Jack is nicely animated though). BUT DON'T SIGH! One moment of frustration in this beautifully frustrating game means certain death. Jack is on the moving platform and must jump up through several levels to reach the top. He does this by jumping up through 2 constantly moving holes, one going up and one going down. Each successful leap adds one more hole. But he can fall through the holes as well and then remains unconscious for a period, depending on how many levels he falls. Get to the top and hazards start appearing. This is the arcade game for 83 and we guarantee you won't leave it alone.

ARCADIA ** / **** £5.50
Imagline 10k

Specially created to be the fastest and meanest, most addictive shoot 'em up game ever. Wave after wave of toothpaste (ugh!) and deadly (naturally) aliens blow hysterically towards your space fighter. But then, you have dual Flame Disruptors (shooters) and Ion Thrust Drive, don't you. Very popular and difficult to master.



MOLAR MAIL **** £5.50
Imagline 10k

"A real nerve-tinder from the moment an enormous set of teeth appears on the screen like something out of Jaws!" (Your Computer July 83). Take part in the fight against tooth decay (a big at their rivals, OK Ironics, they call the bad game Denturion Manikazium or OKs for short). You're armed with a tooth brush and a tube of Imagline toothpaste. Starts off OK - gets faster as the apparently harmless Jelly Babies and Toffees close up the works. The real skill here is in aiming the toothbrush accurately to receive the supply of toothpaste. And you need a strong stomach - a ring of endurance is insufficient! Zap 'em!

ALL DIDDLES **** £5.50
Imagline 10k

Don't be fooled by the title - this is no game for dummies! The complications can be frustrating at first but it gets to be great fun and very difficult by level 5 (there are 9 levels). You are a teddy bear (makes a change from deep space doesn't it?) and you must overcome the terrors of the toy box to reach and comfort your crying baby. Watch out for the clockwork soldiers, the play people and the aggressive train. The building blocks, which must be assembled in the correct colour sequence, help, too shooter protects, spinning tops hinder, the baby's crying - there, there, there...

TERROR DARTLE GD	£6.95
Helibouton House	GB

From the people who brought you the best-selling *Hobbit*. Pre-historic flying monsters keep swooping down on you, content with nothing less than your total destruction. And what has the author of this 'lost land' just given you for protection? Well he seems confused on this point as it is referred to as a battered old pistol at one point and one of a group of old cannon at another. Anyway, it does work, and you are a marksman, aren't you? So it's a problem killing off as many as you can before sightfall (when you can only see their eyes). The crooked Dartills in the background are really 10 Galatians and the swoopers come at you as very well animated 3D Ties. Bullistic effects are very good although we were disappointed by the unimaginative sound - no splats when your balls land, but may though, especially in hitting 10 swoopers at the correct height and position.



COMIC BANNER	£5.95
Nabighou	GB

"**ANY THIS GAME** Personal Computing Today says) one of the few times an arcade game has been improved upon." In this 'defender' type game you must race across the planet and destroy the aliens' carrier ships in their lair, but as you do so, evil green grabbers are swooping up humans and dropping them to their deaths (good splats when they land). Smart bombs will knock them out and you must catch them as they fall. **HIGHLY RECOMMENDED.**

PENETRATOR **	£6.95
Helibouton House	GB

Your mission is to penetrate 4 defense rings and blow up a dump of neutron bombs - and then get out again. Missiles and radar bases track your movements getting more accurate if you fail to destroy them. Special feature is the ability for the player to re-program the landscape to suit his own design. We think this is the best 'acrobatic' game for the Spectrum. Good graphics and continuous sound. Essential training routine and machine code.

XXX FAIRY	£5.95
Walsingham	GB

"It's a real bean chicken," says the hen on the cover - and boy, does she mean it! This is a 'pac-man' variant with a duty area and the world's two nastiest hens who are out to stop you taking all the eggs. What makes this one so different is that the hens come in on you incessantly and they can cut corners where you can't, which gives them a speed advantage. One second lost at the start and you are as good as dead. Power pills merely block their paths for a moment. Fast and furious.

ESCAPE ***	£5.95
New Generation	GB

This game is characterized by its beautiful graphics, from the excited adventurer (that's you) saving his arms enthusiastically outside the base, to the five dread monsters, everything is pure Walt Disney. The main feature is the 3D maze seen from slightly from above in perspective, so it's not easy to see the paths. 5 levels of skill (1-5 monsters). This must be the most panic-inducing game we've ever played as the monsters always seem to know exactly where you are and where you're going too. They are quite relentless. Find the axe, hidden behind a hedge somewhere and try to get out. If you pick it up you lose your speed advantage.

KNOW IN 3D *	£5.95
New Generation	GB

A mind-bogglingly difficult game to understand, but one which will teach you how to play the next generation of 3D air combat games to come out. Put simply you have to weave your way through a maze which you create yourself with your string. There are 4 other strings which you must dodge, never touching them or your own string. The 'string' shoot out of the screen at you in big 3D blocks and rapidly fill the available space. If that doesn't make everything clear - well...

ROBOTICS *	£5.95
Ocean	GB

Once used to call themselves Spectrum Games, and they used to call Robotics, Frenzy, but perhaps there were too many same names, so they changed! In Robotics you have penetrated the HQ of robot planet ZITUS, which is planning to invade Earth, so naturally you must eliminate them all. The walls of the complex are electrified and kill instantly. Only the robots' heads are vulnerable in your laser and their leader in his floating transporter is invulnerable. You must avoid him by 'escaping' into another sector. The game speeds up as you clear sectors and more patrols appear. Move and fire in 8 directions.

ROAD FROG	£5.95
Orion	GB

The graphics may be straight-forward, but there are more of those hazards than usual in this version of the old favourite. Snakes on the verge, sinking logs, crocodiles (as the blurb puts it) which, as we all know, are much nastier than plain crocodiles, and the frog homes are mean little loan-to-shacks which make it more difficult to loop safely into them than with the Palledonians' version of the D.J.L. version.

TIMEGATE *	£6.95
Quicksilver	GB

Save the human race before the brilliant movie star backgrounds in 3D give real space feeling to this 3-skill level game in 3D. Versatile scanning status and battle computers offer endless and furious fun. Travel to the sector where the aliens lurk, watch the computer read out on the screen as they approach, and then blast them out of the sky before they get you. If you suffer damage, then your ship's functions start to fail.

HIGHER DAW	£5.95
Orion	GB

A brand new game along the 'Dino-our' lines. Big holes in cave you self from the monsters. Check for availability first!

ARMAGEDDON *	£5.95
Orion	GB

Another brand new game, which we haven't had time to review on this issue goes to press. Check for availability first!

BADEN	£6.95
Quicksilver	GB

Battle through a sophisticated alien maze in 3D and search for the 'artefact'. Unreleased as yet in check for availability.

AQUAPLANE	£6.95
Quicksilver	GB

It's through Marine Manillas, GLTs, Megatons, but beware the Great White Hungry! Full screen display, continuous sound and great colour. Another brand new game - so check for availability first!

PASMAN	£6.95
Quicksilver	GB

Good version of the favourite game and a must for pac-man addicts. Good graphics and high speed.

LIGHT CYCLE	£5.95
Orion	GB

All the speed and excitement you could want with this Tron-type grid-runner game. Race and block the computer or another player. Simple graphics belie the actual complexity of playing well. The 3 traces start from opposing sides of the screen at random points and after that it's up to you to force your opponent into his or your trail, or the edge of the screen.

GHOST HUNT	£6.95
Quicksilver	GB

Exceptionally fast maze arcade game. Gobble you way through the maze and survive the ghosts. Power pills help - but you know that, didn't you?



DEEP SPACE

Feb. 1. £5.99
100

Guess what - you're in deepest space at the controls of your Auto-Cruiser when all of a sudden the warning lights start flashing. Know the feeling? A check of your tracking screens shows you to be entering the worst space storm ever recorded in that quadrant. How're we doing? 'bout the same as usual. That bad, huh? Unless you blast your way through with your laser cannon your ship will be crushed.

NAZAR NORTH NACE

Feb. 2. £5.99
100

You are in your car, lost in this endless maze and there are hazards everywhere, rocks, oil, and ice on the road, as well as a bunch of maniacs out to get you in their evil cars. Collect the flags on you go for points, and watch out for the essential fuel dumps. Fast action on this 9-action maze and a good sense of direction is a help in finding your way round. The scrolling front screen to screen works nicely. Good luck!

VIOLENT INVASION

April. £5.99
100

This new arcade game has a difference - you can't fire ahead but release vapour clouds behind you to destroy hostile aliens. They explode in a satisfying frenzy of graphics (ten. Movement is in 8 directions and one trick to escape an alien craft is to hide in your own just-released vapour cloud. The screen is wrap around in all directions. A complex scoring system adds to the fun with 1000 points needed to reach the next level - and that is not easy. Top scores every month are published in Video & Computer Games - so don't miss out! 1002 m/c

THE BLACK HOLE

June 1. £5.99
100

Ahead of you (centre screen) is the Black Hole from which emerge aliens in 3 directions. You've got 3 weapons with which to destroy them: Positive and Negative Ion gun (the Black Hole deflects their unidirectional zap up or down), and a Southern Blaster, which isn't affected by the field but has a limited range. Indiscriminate shooting results in temporary loss of power. The aliens don't like you shooting at them, so they fire back, and if that wasn't enough, the so-called safe area of operation (left screen) is infested with asteroids. Ship control is in 8 directions. This is a game for the quick and subtle. 1005 machine code and a useful practice mode - you'll need it!

SHOOTER ***

Dec. 1981. £5.99
100

Greedy aliens with a taste for human flesh are about to attack mining colony OMEGA ONE, and you are the sole remaining Orbiter Patrol Craft (here we go again). You have scanners, reverse, hyper space, thrust, lasers and smart bombs, but there are so many starving aliens. Will you save the colony or end up as an alien eleven? Classic 'defender' type game with 1005 machine code, good sound and continuous scoring for the successful.

SHOOTING ATTACK

Dec. 1981. £5.99
100

Okay, smartass, so you avoided becoming a snackette for the flesh-eating aliens, but they're still on the attack. Federation ships have located their home planet, but their base is deep underground in a tortuous, twisting network of caverns. Your Ground Attack Craft has all the latest gizmos to let you penetrate their defences and destroy their vital fuel supplies - but no one has ever survived an attack on the base before (Oh yeah - who're you kidding?). Full arcade features including lasers, rockets and bombs, explosions, fuel dumps, airborne aliens, seals on wheels and 8 skill levels. Get out of this one if you can.

STARSHIP ENTERPRISE

Dec. 1981. £5.99
100

An update on the original, this is really more of an 'arcventure' which uses machine code, colour and full use of sound to create the space ship simulation. Your mission? Save the Galaxy etc., what else?

STRIKING

Dec. 1981. £5.99
100

The Devron are almost devoid of God and they're sending their Firebirds to destroy mankind's last outpost (and that's certainly No Good). Joined by Blue Weavers & White Bombers, your position looks hopeless (Use your Hypergrav Drive and Blitzer lasers you dummy!). Excellent hi-zex graphics and 1005 machine code action in this 'galaxian' style game. Fire rate and left-right movement are the best we've seen, and the dance of victory the Firebirds do when they hit you is truly evil.

TOAST *

Dec. 1981. £5.99
100

One of our reviewers saw a reproduction of a screen of this game in a magazine crit. The crit was good, but our reviewer thought the name looked boring. He changed his mind when he played it, which just goes to show that you can't always rely on the immediate appearance. In fact the graphics are very attractive and the animation is good. There's a lot of the, "you're the sole remaining - White Knight - Dark Lords." sort of thing in the rever clurb, but basically you're on this electronic ostrich (Ostrich they call it), and the enemy are multi-coloured buzzards that look like something out of YELLOW SUBMARINE. You can move left or right and make your Ostrich's wings flap we fly up from the base platform. The idea is to 'loast' with the enemy, which you do by touching them, as long as you are higher in the air than they are. If you aren't - POW - that's you dead. The first, green buzzards are pretty daff and easy to beat, but later additions are cleverer and actually attack. Don't hit the water - you drown. 1002 machine code. Very good.

MONSTERS IN MALL

Dec. 1981. £5.99
100

Go to hell and get lost in a maze of ladders and platforms, get chased by Vampire Monsters, Ghouls and the Mad Monk, and yet more... This is a 'climb-die' type arcade game in which you kill the monster horrors by digging holes for them to fall through. The higher the play level, the further they must fall to die. Machine code and Softex's great graphics.

MAGAPIDE

Dec. 1981. £5.99
100

A version of the popular arcade game. There's Sid the Spider, Swamp the Scorpion, forests of mushrooms and, of course, the star of the show, Magapide, whose very touch is death. Machine code.

CROUCHING ON BROOKWAY ***

Dec. 1981. £5.99
100

You're behind the wheel of your car, cruising along Broadway. Suddenly you spot a Black & White pulls onto the strip behind you - and the chase is on. It could be East Coast just as well as the simple graphics only outline the street grid on which this zip-fast



GROUND FORCE ZERO £5.00
15 min

At first glance this game looks simple - but it isn't. Your 'plane keeps crossing over the towering skyscrapers of New York, looking for a place to land. The only way to do it is to use your endless supply of bombs to destroy the buildings and flatten the ground. It's a sort of genocide game. At each pass over the city you get lower, so it's important to knock out the taller buildings first. Several skill levels with taller skyscrapers.

WINGED AVENGER £4.00
10 min

Something of a cult among the 'galaxian/phoenix' fans, Winged Avenger has 7 parts (2-part load) for the brave and the also-veins. 4 skill levels, laser and force field protection. Simple but effective graphics and very fast.

JACK RAVENGE £5.00
10 min

This is a game for hungry people. you are the shark on a jaws space feeding frenzy. Fish, soldiers (moving at Olympic speeds) and swimmers all go down your throat for points. But some fish turn red and poisonous, so don't eat those, and the fishermen in their boats throw harpoons and drop depth charges to stop you. If you succeed in catching the depth charges before they reach the sea bed you can defuse them. And the sea bed itself isn't flat, so don't run into it. An amusing and fast game with good graphics.

ALTRAC £5.00
10 min

Here are 5 games from a new software house who have rapidly

established themselves as market leaders. Kidnapped American Airade programmers are rumored to be kept prisoner in Ultrac's secret base in the wilds of Ashby-de-la-Zouch, so it's no wonder their games look so good. Just about the best graphics around. ALTRAC is for the pirates! You must assemble your rocket ship from a kit form scattered over the planet's surface, while keeping the alien's at bay, then collect fuel, food and gems and take off. At the next planet you need more fuel and you can steal poodles for extra points. After 4 planets plundered your ship wears out and another kit-form is supplied for assembly. Continuous fire with your Quad Photon Laser Phaser, movement in 8 smooth directions, 1 or 2 player games, 100% n/c

chaser game takes place. You only have one life so your skill at dodging is the sole hope. The longer you stay alive, the more chasers join in. There is a feature which allows you to open up a temporary gap in the street which slows them down. It's a 'no win' area where you play for higher and higher scores and is totally addictive since the frustration of losing all but as you approach a new high score can be terminal. Bikers may cash prizes are being offered for the best scores each month.

NEED ALLEY £4.00
15 min

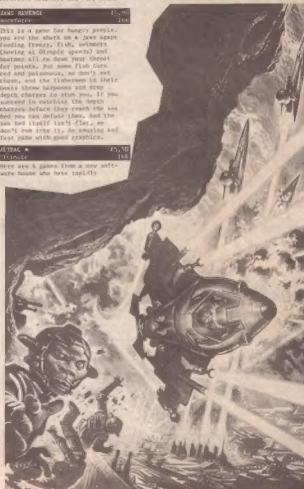
Machine code action of the future! It's the year 2012, you're in your craft and you must use strategy to outwit and corral the opponent. Succeed and more come up against you. Fast, fast, fast.

GALAXY ATTACK £4.00
10 min

This is a real super-hero of a game with lots of playability and the requirement of the Ultragun 15-digit hand for control. It comes in three distinct parts. First you must guide your ship through waves of enemy fighters, destroying them as you go. The screen is the view through your cockpit window and the aliens get bigger as they approach. The control keys move the crosshairs of your sights, then the slight touches an alien craft you can fire. 8 fingers are needed for directional movement, a ninth for firing, and the tenth for light speed escape routine. If you survive 5 minutes you can land on their planet to make repairs, but your grounded craft is then attacked by walkers and space craft. Same procedure for shooting. Survive another 5 nerve-wracking minutes and you can take off to attack the Mother Ship in orbit for a grand finale. We can't review that section because no one survived parts 1 and 2 - yet...

AMBROBUS £4.00
10 min

How long can you survive in an endless maze populated by homicidal robots? 5 lives and 7 laser shots, but there are replenishment squares in a sector. Find an exit for bonus points, but this restores the robots to their original numbers. Sunshine seems to specialise in the 'no win' game and this is an exception - it's you versus the high score. Best scores can win cash prizes in Popular Computing Weekly, the magazine published by Sunshine Books.





FRANK AN • Disruptor

It's post-holocaust America and the country is a barren desert populated by a clutch of Bad Nazis in deadly Black Turbos. Your red car is better equipped and faster but you're outnumbered. Hazards litter the desert sand (mostly gravestones!) but certain cities still linger on with fuel pumps. Find the 8 gold cups in their secret hiding places. Left of screen has instrument displays: time taken; miles travelled; a map of the States with cities marked and your present location; local radar which will show cup positions and the Black Turbos; a speedo; fuel gauge; temp. gauge; and lives left. The total playing area is 600 times the actual screen area. Dots litter the desert surface, but these are for directional reference, and are not hazards to be avoided. This is a very playable game - you won't tire of it.

GOONIES • Crusader

In a way, this is a variation on Frost, but with an important difference. Here you must stun and knock the elements into a container. It's Charlie the Chef and the Ingredients versus the Din Monster and the Sauries. The food (different types for different levels) is kept in the pantry on the right,

but it keeps escaping together with an assortment of unpleasant bits which would certainly ensure Charlie's closure by the Ministry of Health if they ever got to see his kitchen. Charlie must stun all of it with his (marvellous) flour bombs, and then bat the ingredients into the mixing bowl, and the Sauries into the bin. He's dead if he touches any of them. With enough ingredients in the bowl the cake will bake and he can go on to the next level. Even with a joystick, this is no easy game. At score, continuous bombs and 1 or 2 player games.

COMP • New 2-stage

A new 2-stage game, basically a variant of 'fruger' and Mined Out. First get your Jaws across a 4-lane highway, then use a scanner to cross the enemy mine field. Movement sensors mean sudden death if you make too many mistakes. Timing and positioning of you man is essential to get him across the highway as only split-second timing will do it. A pity Virgin's games have so much basic in them. It makes the control keys slow to respond, but the strategy of timing makes for a nail-biting game.

FRANK AN • Disruptor

For insect-phobes, a 100% machine code novelty game with amazing hi-res graphics and great sound. Spray the little crawling and flying devils that want to eat your plant (or you). If you keep them at bay the your plant will grow and finally flower. Then you can go onto the next level. First level is simple once you have established which of the several spray cans kills the creepies. But on subsequent levels further types of bug appear which are only killed by their specific spray - and you can only carry 1 can at a time. Spades and growmore bugs for extra points - if you've got the time. The animation is excellent, movement control, as with all Ultimate games is instant and smooth in 8 directions. 1 or 2 player games.



SHEDWALK
Virgin Games

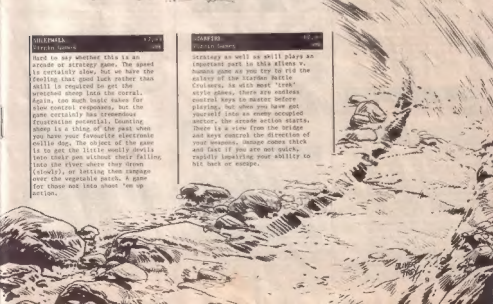
£7.99
100%

Hard to say whether this is an arcade or strategy game. The speed is certainly slow, but we have the feeling that good luck rather than skill is required to get the stretched sheep into the corral. Again, too much logic takes for slow control responses, but the game certainly has tremendous frustration potential. Counting sheep is a thing of the past when you have your favourite electronic ceiling dog. The object of the game is to get the little woolly devils into their pen without their falling into the river where they drown (slowly), or letting them rampage over the vegetable patch. A game for those not into shoot 'em up action.

SHARPED
Virgin Games

£2.99
90%

Strategy as well as skill plays an important part in this aliens v. humans game as you try to rid the galaxy of the Horden Battle Cruisers. In with most 'trek' style games, there are endless control keys to master before playing, but when you have got yourself into an enemy occupied sector, the arcade action starts. There is a view from the bridge and keys control the direction of your weapons. Damage comes thick and fast if you are not quick, rapidly impairing your ability to hit back or escape.





TAUNT'S FURY \$5.95
Atlix 100

First's Fury is tucked away somewhere in this roguelike adventure game. Finding its location has a lot to do with correct use of the vocabulary, as usual, and having picked up the correct implements along the way (the instructions point out that the computer is not very intelligent and may not know which way west is if you have failed to get the compass). We found this program was not as irritatingly finicky as some can be, and the response time to your inputs is very fast. Beware of losing your way; at almost any location you can go up and down as well as the 8 compass points - a sort of mental 3D maze.

DALLAS \$6.00
C.A. Software 100

This strategy game offers you the opportunity to get your own back for being forced to watch hours of J.E. on telly. Can you keep ahead of the oil game SE Texas? Will you take over the KUING EMPIRE, or will it get you instead? The game starts with a map of the Dallas area, divided into a lettered reference grid. You must make seismic surveys to find the good sites and then bid for them. Unfortunately the concessions so far auction appear at random, so you may well have to bid blind and then make a survey, which costs much more. Then you can have a rig from Dallas (nearest the cheaper) and drill, place a production unit on the site, and lay a pipeline. The more sophisticated your concession becomes the more open to sabotage it is. Oil prices fluctuate all the while (usually down, it tended to us) and life generally becomes sticky.

JOHN CROPPER \$5.50
C.A. Software 100

Okay, cornballs - time to get your hands dirty down on your 30-acre farm. This original game has been expanded from the popular ZX-81 version to take full advantage of the graphics and colour quality of the Spectrum. There's the boring of seed crop to do, planting, irrigating, ploughing, harvesting, hiring and firing of hands, spraying the bugs to organize, as well as keeping an eye on the weather and rainfall. It is hard to keep that farm on an even keel (in six metaphors) and poor farmers soon find themselves sinking...

REVERSI \$3.95
C.A. Software 100

A board game of skill, strategy and quick thinking for 2 players or 1 against the computer. The popular board game of black reversible counters against white reversible counters, is here translated to the screen in a fast game of wits.

CHOPPER CHESS II \$7.50
C.A. Software 100

A first rate computer chess game with 7 levels of skill. Tournament response times reflect the complexity of the move to be made. Several standard openings are programmed. Illegal moves refused, castling and capture of pieces by pawns 'en passant' allowed.

JO DRAUGHTS \$5.50
C.A. Software 100

10 levels of play with a response time decreasing to practically zero! Random openings and full Capture Search facility. Pieces reaching the opposing back line automatically become 'kings'.

DECTATOR \$5.95
* Tronics 100

One of our favourites. You've just become President of Britain, an equatorial island republic. Like all the previous, and short-lived presidents, your reign will be brief and uneventful. The others are all dead or in exile. How long can you survive your greedy and hated secret police, bullying army chiefs, revoluting peasants, irritating guerrillas, bothersome communes and snooty-nosed landowners? The treasury is running out of money and every decision you are forced to take annoys those it doesn't benefit. You can always try to borrow cash from the Americans or Russians, as long as you can bear listening to their National Anthem while they decide... Recommended. This one starts out the Presidents from the Postcards.

GOULMING \$5.95
* Tronics 100

There's a tank on the surface where you can deposit your gold, and a lifthead to take you underground. Choose a level and start digging tunnels to reach the nuggets. But not everything that glitters turns out to be gold - some of it is worthless minerals. Gouling's black your way and you must dig carefully to allow space for the hidden underground streams to flow away without drowning you. And watch your level of strength which starts dropping as soon as you descend, the more gold you are carrying, the faster it drains away. Oh, and mind that weight in your sack - the lift can't all that strong! Strategy is the key to clearing all the gold safely.

NAUTRON - AIR TRAFFIC CONTROL \$7.50
Software 100

This is the opposite of flight simulation programs because this time you're on the ground in air traffic control. Your task: direct incoming flights from the holding stacks safely and smoothly to the runway. Your instruments: radar showing aircraft call signs, slips and trailers displays giving the altitude, heading, speed and size of the aircraft. 7 levels of play including a demo mode. This intricate and clever program lets you progress to handling mixed aircraft, restricted airspace, and outbound flights too. Coping with emergencies, unknown aircraft, radio failure, loss of runway and even board instrument failure. You'll never fly again!

BARBER HOUSE OF HORROR \$7.99
Lutheford

Clouds obscure the scene and you are alone in the dreadful, haunted house — or are you? Is anyone out there more than in evidence with something or someone who wants you to pass some message also. Confused? Well you will be when the fog asks you for the secret code but you won't know it because you haven't yet deciphered it yet. In simple graphics to give a sense of direction and the instability is quite timely.

JIMMY KEN \$5.99
Lutheford

For those operations in the strategy game which require patience for the best results and promise hours of fun for the addict. We found that this was as well played in computer as to the home attractor. As the program for all the family, in the program for 2 players combining the full graphics supported by the American Civil War. Each side selects its forces of infantry, cavalry and artillery with which it must execute the victory plan. There is a large plot of territory which allows a great played game to be extended to last attempts.

ARMAGEDDON \$5.99
Lutheford

Another battle program which shows the tactics of the armies of the future, which is a distinct feature. The game is played on a grid which allows you to put your troops into the units of the game. It moves across the map, you have to use your troops to force the enemy's attack, to fight the enemy and then to use your troops to attack the enemy's attack. The game is played on a grid which allows you to put your troops into the units of the game. It moves across the map, you have to use your troops to force the enemy's attack, to fight the enemy and then to use your troops to attack the enemy's attack.

WARRIOR \$5.99
Lutheford

This game is played on a grid which allows you to put your troops into the units of the game. It moves across the map, you have to use your troops to force the enemy's attack, to fight the enemy and then to use your troops to attack the enemy's attack.

SAMURAI WARRIOR \$5.99
Lutheford

You are a samurai warrior during the samurai period in Japan (1185 - 1333). There are no bonus points for killing enemies or Richard Chamberlain, but you must defeat your opponents and survive into old age or commit seppuku. As against you are 6 groups of samurai and 6 other samurai of differing abilities, any of whom may be superior to yourself.

PRIVATEER \$5.99
Lutheford

This game is played on a grid which allows you to put your troops into the units of the game. It moves across the map, you have to use your troops to force the enemy's attack, to fight the enemy and then to use your troops to attack the enemy's attack.

ROMAN EMPIRE \$5.99
Lutheford

This game is played on a grid which allows you to put your troops into the units of the game. It moves across the map, you have to use your troops to force the enemy's attack, to fight the enemy and then to use your troops to attack the enemy's attack.

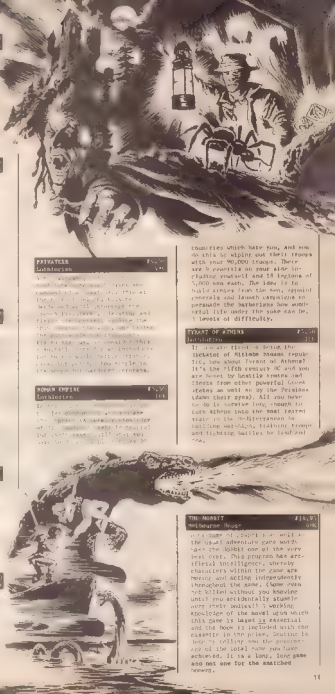
countries which have you. And you do this by wiping out their troops with your 90,000 troops. There are 6 points on your side including yourself and 18 regions of 5,000 men each. The idea is to build armies from the men, appoint generals and launch campaigns to persuade the barbarians how wonderful life under the yoke can be. Levels of difficulty.

TYRANT OF ATHENS \$5.99
Lutheford

This game is played on a grid which allows you to put your troops into the units of the game. It moves across the map, you have to use your troops to force the enemy's attack, to fight the enemy and then to use your troops to attack the enemy's attack.

THE HOBBIT \$14.99
Lutheford

This game is played on a grid which allows you to put your troops into the units of the game. It moves across the map, you have to use your troops to force the enemy's attack, to fight the enemy and then to use your troops to attack the enemy's attack.

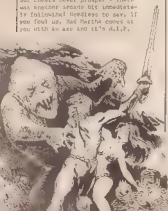


HOLD THE PITCHER
 200 IN STOCK

或然率

[illegible]

But Martha was not so straight forward as you might at first suppose. We won't give away the secret of how to play, but the game is favorable in the way of prospects which makes it really a virtual sure game, even if you are slower with the cards than are infuriating arcade hits to trip you up. It never got bad at the house by fair means and in no attempt to see what had happened in breaking into the game, we were told that the house had the damned game didn't stop it, really away with the money. But there's never prosper - there was another arcade hit immediately followed! Needless to say, if you feel up, Red Martha comes at you with an axe and it's a.i.r.i.e.



An excellent strategy game with arcade overtones (and a first "pac-man" version on the back which is very good too). The complex instructions need to be mastered and 2 or 3 players can pool their brains to clear the Klingon ships and bases from the galaxy. We put this "trek" version under strategy and not science fiction because it is thought that actual action. A writer of status reports keeps you in touch with the condition of the enterprise, Photon Torpedoes and Phasers require adequate course direction. For attacking the enemy you fire back reflexively. Long and short range scanners, impulse and warp speed engines, elastic shields and shields that slide up to be a very enjoyable game to play for hours. **RECOMMEND.**

3. RELAYING Y

1994

This is a 100-wp. 10-mm which reaches the user keyboard layout almost all buttons are believed only to produce standard keys as fast as possible. Almost these performance benefit itself into a spot. If they again, in fact they all tied up. The reason for this is that the user has a standard character set that only in the case of the user is the user's own character set against the clock. If the user would not fast enough, the flasher out a help

▲ 内部生活

1997

It's a game from a new company, this flight simulator program features a MAC II-XI jetliner coming in on land at Pittsburgh airport. You can take off and fly to another II-XI, or circle and land. It's a pity there isn't a proper view through the windshield but seeing an eye on the wealth of instruments is rewarding enough and difficult. Landing requires skill and plenty of practice and a understanding of how jets really fly might be useful (how many land do you need?)

VELAČEK'S LAIR

Figure 1

Derrek Rowland of *MySpace* Computing (Star Trek), says it's a top-class *Spock* and *Severus* adventure. There are no graphics, but Don't let that put you off, it's entertaining enough without. You can choose to be wizard, warrior or a priest, as you enter the Goblin Labyrinth in search of a - well we think it's a princess or something like no one's got better than a 7.5 rating yet. One thing you must not do with this lively programme is take any of the characters - it's quite likely to be an illusion. HIGHLY RECOMMEND

SWITZERLAND'S COVE

14. 07

Falling through a concealed cave entrance you find yourself caught in a tangle full of horror and Black Beard's treasure... This one's so new we haven't had time to review it at time of going to press - so please check for availability first!

SUMMARY

unconsciously

1.600

This is described as a "state of the art" program, by which they mean it is breaking new ground. A little of nerve and wit and very, very fast, this is a 32 version of thoughts and crosses in 1001 machine code, -RM on please check availability".

TABLE 1

Quacknailva

19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 85

multi-layered paper, past serotopes, past attitude, past adventure. The packaging is good and includes a survival guide to inter-galactic trading. Basically this is a trillion (watch out for the big-gone tape loadings!) in which you must trade with other planets, and concentrate your skill in finding the correct orbits when approaching them from afar. I'm honestly answered questioned can fill (what a hell) you survive? Under the topmost tape graphics yet and this danger to be innovative. Still one of the all time tape sellers, don't miss out on this layer of space civilization.

THE CHESS PLAYER

主編 李平

into a "cathode" camera proper which didn't actually say very much to me after this--including, incidentally, at least it didn't keep saying "ouch" after every move. Mostly it contained itself and, making only minor adjustments, told me, "I expected that," or "Since you've asked for it," or perhaps it "more subjective on the highest levels of play." (The time for response on the highest levels was about 10 seconds.) And any disappoinment was due to such silence not take away from the game itself, at levels of play, analysis, complexity and moves to the printer, and a feature which lets me orientate the colours of the pieces and board for near 360 viewing. Illegal moves refused, pieces may capture "en passant" and castling is allowed. Piece rookings for moving back file automatically become queens. It has three or four general levels, at least it can be the easiest level -- but better observations could very well

MIND OUT

Journal of Management Inquiry 20(4)
December 2011 409-424

100%
100%

This is a multi-telling game of strategy in which you are presented with a blank field densely sown with mines. Each move you make clears the square and it leaves a trail. Warnings flash to tell you you're about to tread on a mine, but it is ahead of to the left or right? Includes demands in distress to be rescued for extra points and 4 levels of progressive difficulty. There are mobile mines which chase you and a mine layer to avoid. Best of all is the action replay when you have been blown up which shows you where you went with all the mines visible and makes you feel stupid.



SPECTRUM SAFARI £5.95
Spectrum

Okay Sanna, so how good are you at getting your team of intrepid explorers across an island infested with university educated animals? Basically you must move across the island, trading with the native settlements for food (your men can die of starvation quite rapidly), and purchase the only boat to sail away. You can also buy men from the villages to supplement your lost explorers. Once you have visited a village it disappears so it's important not to waste opportunities. But the main problems encountered come from the wildlife which keep asking questions (a lion wants you to tell him his name, which flashes on the screen for what seemed like a nano-second). If the answer is wrong, another explorer bites the dust. Nimble fingers needed for the arcade bits, and avoid the cliff over which the lemmings commit suicide - it's a wussy death! Nice clear graphics and a veritable MCH musical score. One of the newest games and a must!

SUPER SPY £6.95
Spectrum

Super Spy is a word and maze adventure game which takes you on a global spy chase in search of Doctor Death. First you must find his island, then breach his lair and then get rid of him. The program asks you to sort out puzzles and coded messages like T.B.X.C.Y.B.M. (which is very straightforward of course). It's full of taxi drivers, waiters and maids who keep giving you things that will either explode or help, and Dr. Death's awful henchmen who attacks without warning, anywhere. Each time you play it's a different solution which wins. Includes full 'save' routine.

FURTEST ASCENT £6.95
Spectrum

How's your head for heights? You've got 30 days to scale the snowy inclines of Mount Everest starting with limited funds. Sherpas, equipment and supplies are expensive, so you must choose carefully. (Donations may come in during the expedition however). The sherpas, with homely names like Ted, Bob or Keith, have differing strengths and charge accordingly for their services. Also they eat like horses and tend to run off if you can't pay them. What happened to all that initiative shown by Sherpa Tensing? So it's all up to you to watch the pros and cons and take the decisions. Good luck.

DO NOT PASS GO £6.95
Spectrum

If you like playing **TRIVIA BOARD GAMES**, then this is a really good computer version, which allows up to 8 players to take part "without the need to attend to all the boring bits," as the cover blurb says. The boring bits are things like throwing the dice and moving the counters, shuffling the cards and counting the money. Each player gets £1000 to start and the screen displays all the information required (such as what square you are on and what property it is) before each player's turn. This appears to be the centre of the traditional board layout. The 2 dice appear at the top right, and all the usual features like buying, selling, mortgaging, rent, houses, hotels, jail, chance and community chest are in side game. The game can be saved at any stage - useful for meal breaks.

GOLF £7.95
Victor Lanes

Take a healthy walk across the links and play a round, but watch out for the natural hazards as you test your skill against the par. A writer of on screen instructions is trying to start with, but the game plays well when you actually get out of the club house. Random wind effects seem to add the touch of a luck element to the sport, but practice makes perfect - well almost anyway.



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The Crash Micro team find the peace and quiet of sleepy old world Ludlow disturbed by queuing visitors in search of computer games. Left to right: Roger Kean, Francon Frey, Oliver Frey.

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